

## Using Jabber XMPP-based Messaging in the AG

Deb Agarwal

Collaborators –Jason Lee, Dan Gunter, Madhan  
Premkumar, and Michael Tobias  
Lawrence Berkeley Laboratory

# Jabber - Presence and Messaging



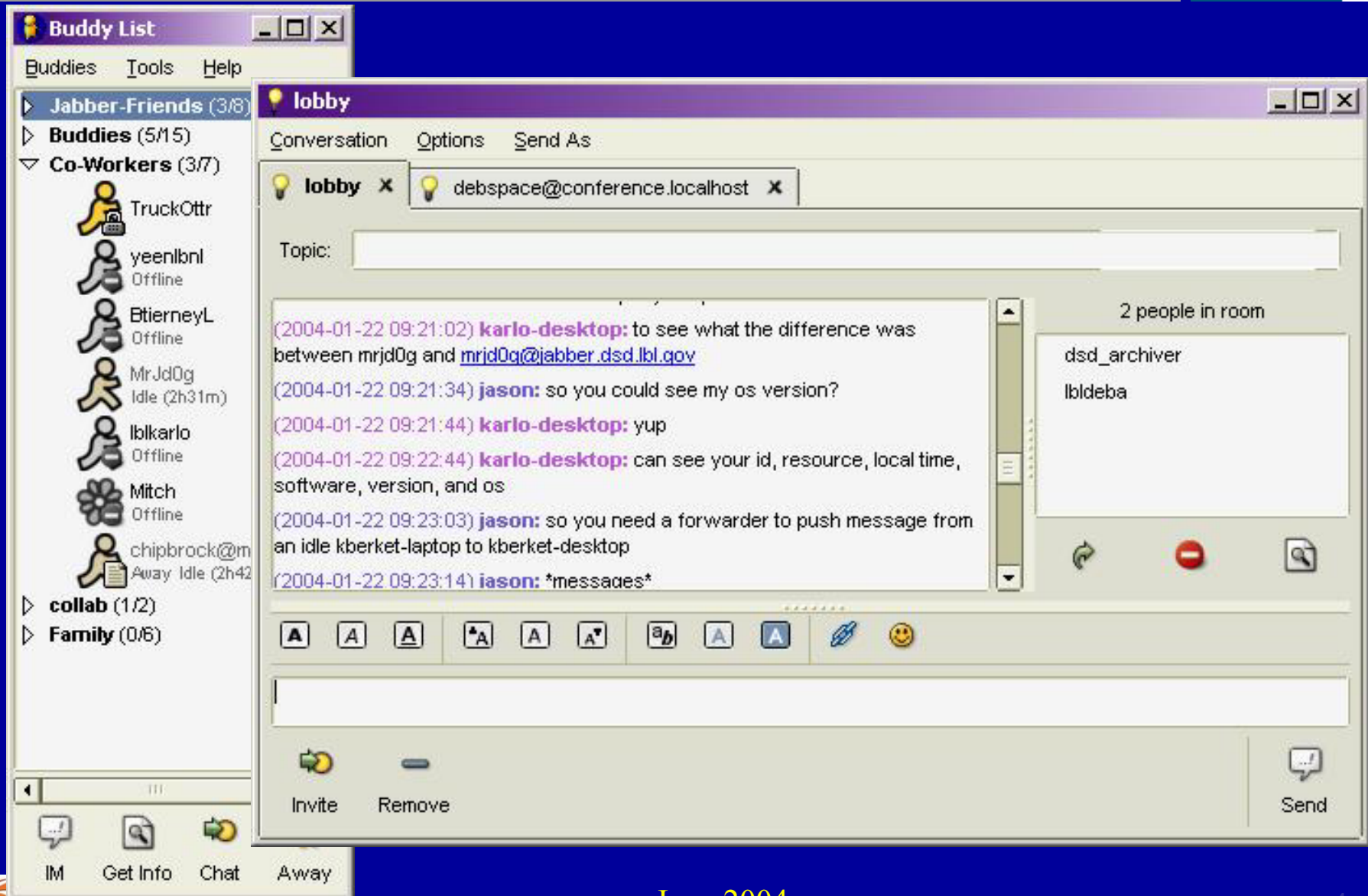
- “Jabber” is a set of standard protocols for streaming XML elements between any two points on a network
- Provides near-real-time messaging
- Provides presence, messaging, and multi-user chats
- Open and extensible protocols
- Stable and widely used (on the order of millions of users)
- Large and active developer community, organized by the “Jabber Software Foundation”
- Client/server architecture

# Jabber Protocol Architecture



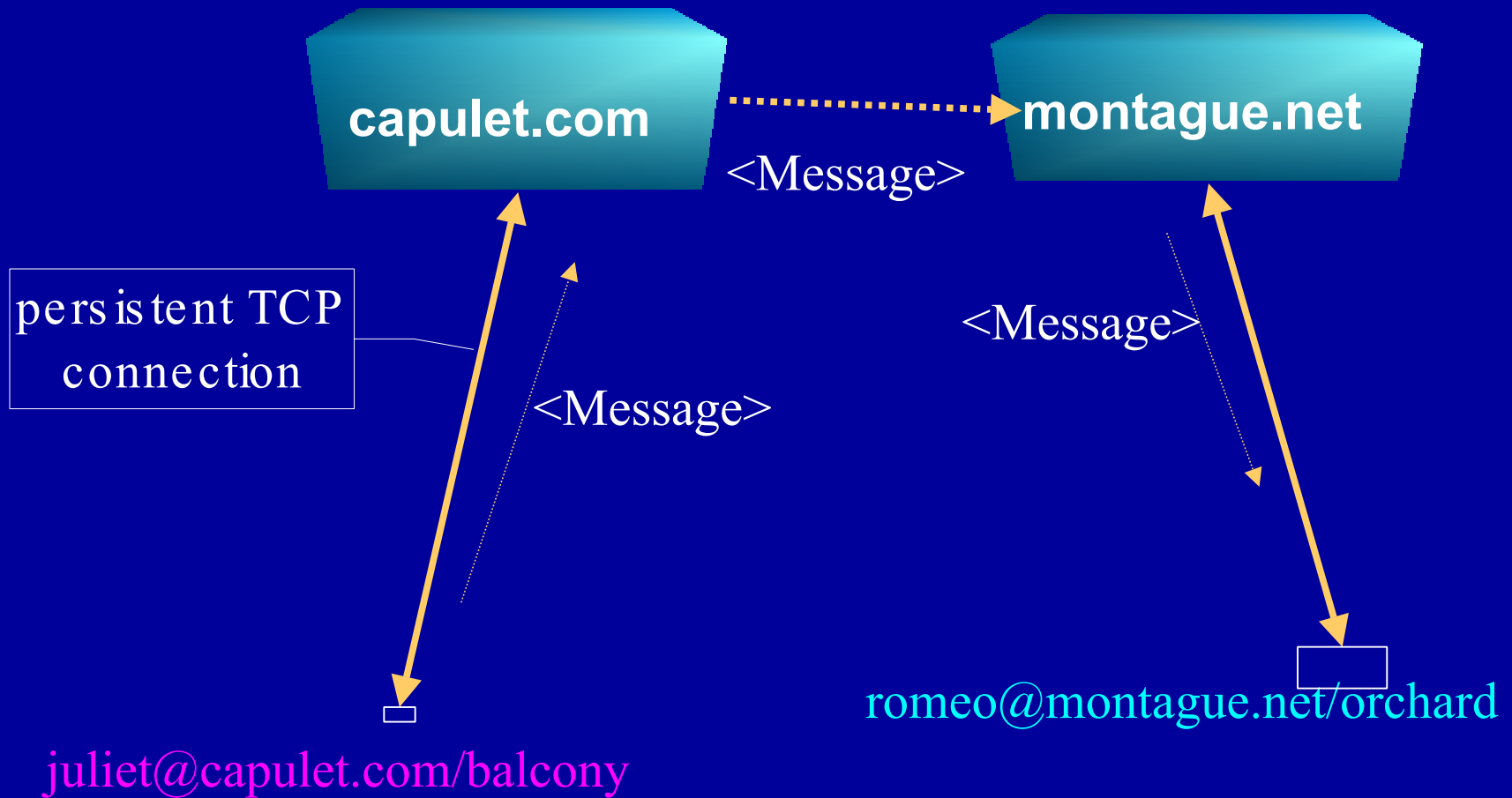
- “Streaming” XML messages over a (duplex) TCP connection
- Messages are addressed to a “Jabber ID” (JID), which is *user@server/resource*
- *Network of servers* handle messages, and route messages not intended for them
- *Clients* live at the “edges” and talk to servers

# Jabber Messaging

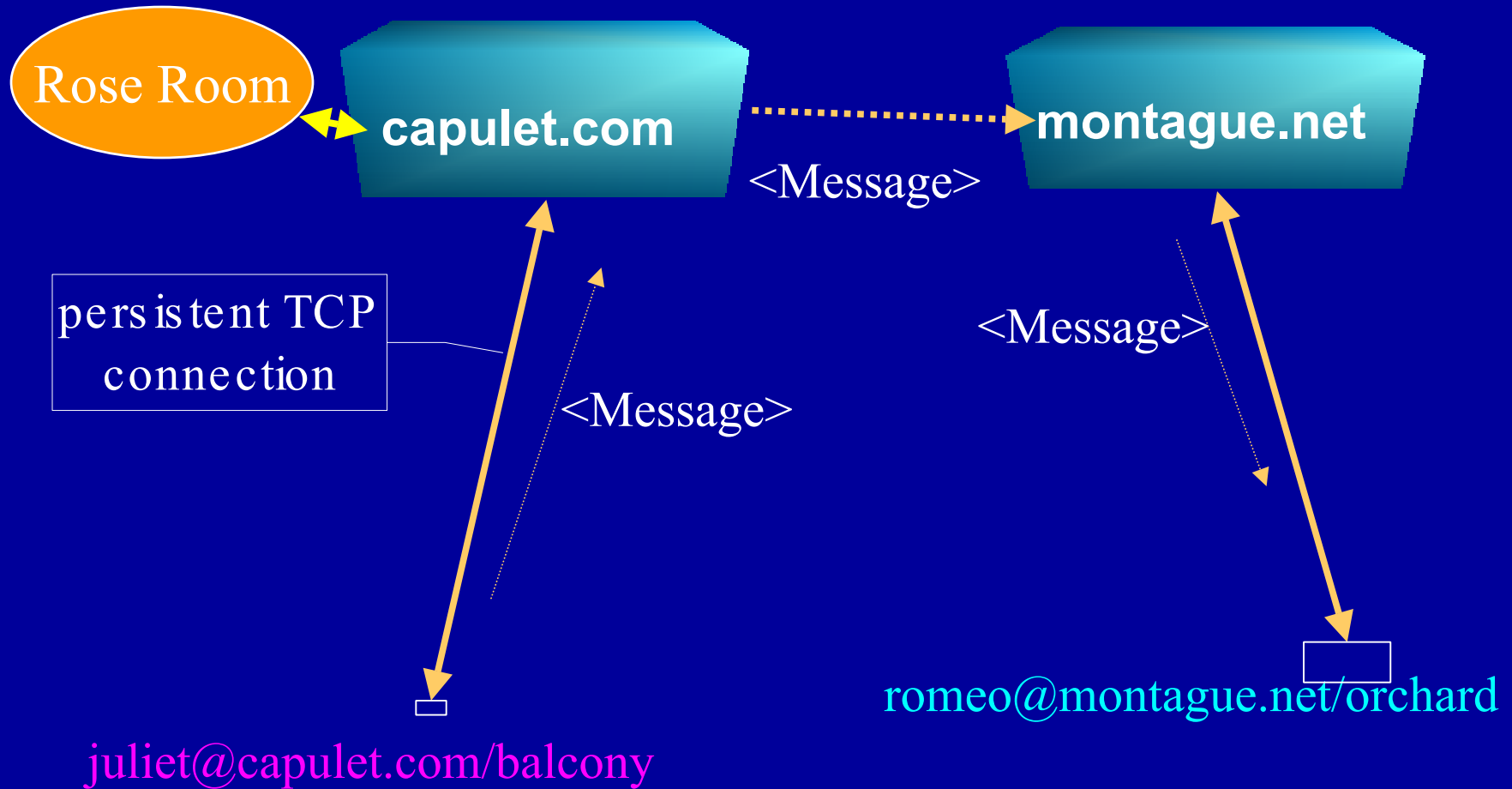


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# Jabber Message Delivery



# Jabber Multi-User Chat



# Jabber Features



- Variety – many different clients available
- Presence information - list of people in chat
- Buddy list – quick dial
- Context - when enter multi-user chat get scrollbars buffer worth of conversation
- Status - ability to set an away/status message
- Familiarity – set preferences
- Private conversations – one-to-one chat and whisper
- Fun - emoticons
- Multi-location – can be in many conversations at once
- Multi-platform - several clients support multiple protocols (AIM, IRC, ICQ, etc)

# XMPP Standards



- 2002 - present: XMPP-WG in IETF, drafts:
  - “core” Jabber protocol
  - “IM”, Instant Messaging with Jabber protocol
  - “e2e”, End-to-End security
  - “CPIM”, mapping Jabber to CPIM
- You can store your contact list (“roster”) and other data (like a vCard) on the server
- Standard IM 'presence' features
- The server queues up messages for you when you're away and delivers them as “delayed” messages when you come back
- Logging available at servers and clients

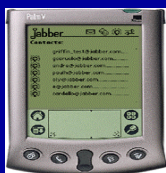


# Jabber Existing Software



- Servers
  - “jabberd” from jabber.com
    - GPL
    - Stable version is 1.4; beta 2.0 supports IETF protocol extensions (security)
  - Other open-source: ejabberd, WPJabber
  - Commercial: Rhombus, Accept
- Clients
  - Gaim (popular universal IM client, works on Windows and Linux using Qt library, Mac?)
  - PSI (Jabber-only client, Win/Lin/Mac)
  - Many more: Exodus, RhymBox, Yabber, ...
  - Still evaluating web interfaces

# Jabber Clients & Devices



Palm



SMS



RIM



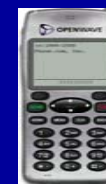
Pocket PC



J2ME



Symbian



WAP



Windows



Linux



Web

Source: <http://downloads.weblogger.com/gems/andredurand/JabberNetworkInterop.ppt>

# Jabber in the AG

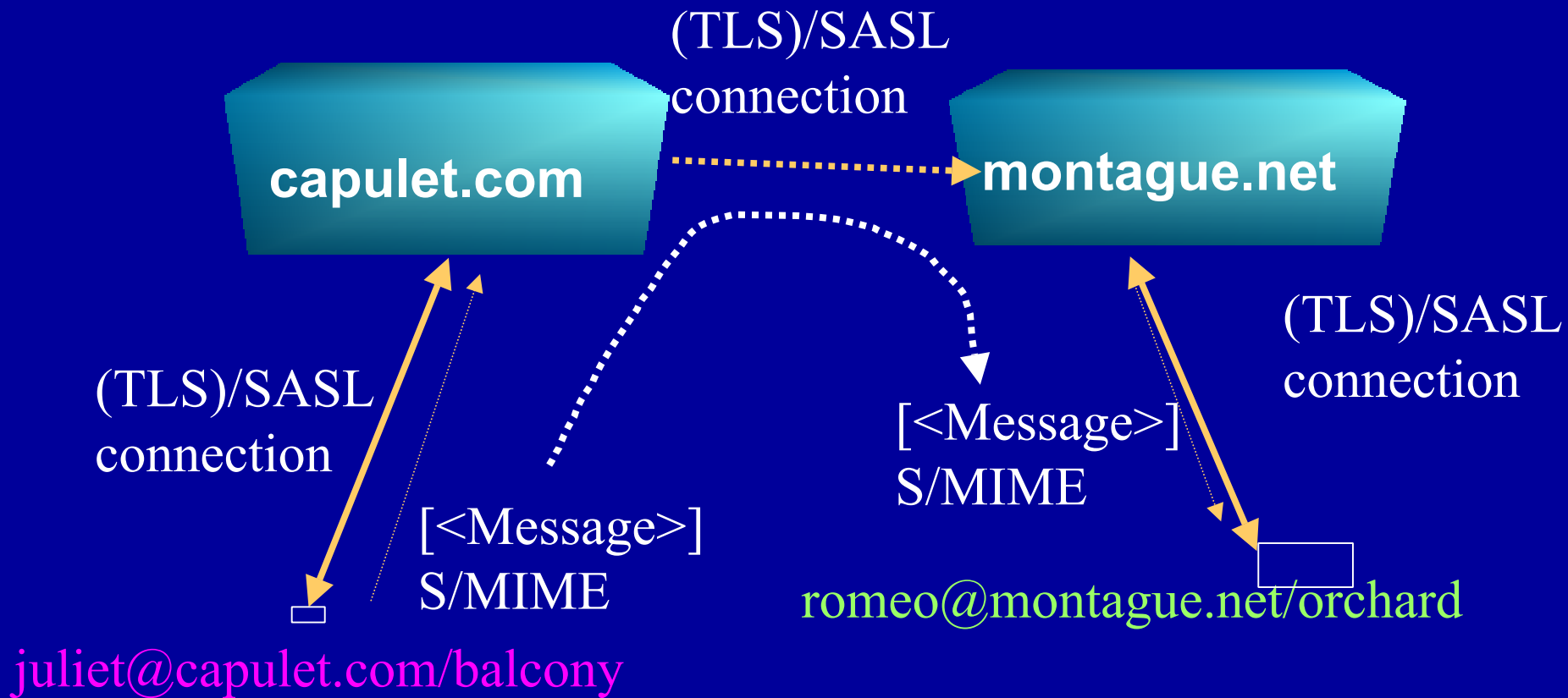


- Replace existing chat in the AG interface
- Run a Jabber server at each venue server
- Define a multi-user chat to correlate to each venue
- Provides a persistent space that includes areas not tied to the AG venues (e.g. Meadow and AG Tech Support)
- Provide access to AG chat without running the AG interface
- Allow private chats including across servers

# Jabber Security



- Jabber 1.0 specs define required security



# LBNL Jabber Enhancements



- Personal Archiver
  - Already have Python agent that archives chats and web page to search archives
  - Runs with its own credentials
  - Visible entity in the space
  - Invite archiver to chatroom to archive a conversation
- Archive controlled by individual running archive
- Anyone with proper credentials can run an archiver

# LBNL Jabber Security Plans



- Implement prototype flexible security model in Jabberd 2.0 server
- Minimize client modifications required
- Provide a collaborative space with a lobby that can be entered by anyone
- Implement controls to limit authorizations to those appropriate to a user's current authentication
- Implement escort and vouching capabilities
- Gather user feedback
- Refine model

# LBNL Jabber Plans for the AG



- Build a python Jabber library
- Integrate Jabber client capabilities into the AG interface
- Replace current AG chat with Jabber
- Integrate login into chat and AG interface
- Integrate Jabberd server with Venue server configuration (one MUC per venue)

# Prototype

